IN THE CLAIMS

The following Listing of Claims will replace all prior versions and listings of the claims.

Listing of Claims:

1. (Currently Amended) A method of communication in a gaming network having a central server linked to a plurality of gaming terminals, the method comprising:

receiving a primary event message in a routing queue of the central server from one of the plurality of gaming terminals;

processing the primary event message to identify a first application queue associated with a first application to process the primary event message ~~the primary event message~~ using an association data structure, the association data structure storing an association of the primary event message to at least the first application queue; and

transmitting the received primary event message to the identified first application queue.

2. (Currently Amended) The method of claim 1, further including:

retrieving the primary event message from the first application queue with [[a]] the first application; and

processing the primary event message with the first application.

3. (Currently Amended) The method of claim 2, further including:

generating a secondary event message from the processing of the primary event message;

transmitting the secondary event message to the routing queue of the central sever;

processing the secondary event message to identify a second application queue associated with a second application to process the secondary event message ~~the secondary event message~~ using the association data structure, the association data structure storing an association of the secondary event message to the second application queue; and

transmitting the secondary event message to the identified second application queue.

4. (Original) The method of claim 2, wherein the gaming network further includes executing the first application on a secondary server in communication with the central server.

5. (Currently Amended) The method of claim 4, further including:

generating a secondary event message from the processing of the primary event message;

transmitting the secondary event message to the routing queue of the central server;

processing the secondary event message to identify a second application queue associated with a second application to process the secondary event message ~~the secondary event message~~ using the association data structure, the association data structure storing an association of the secondary event message to the secondary application queue; and

transmitting the secondary event message to the second application queue.

6. (Original) The method of claim 1, wherein the gaming terminal generates the primary event message.

7. (Original) The method of claim 6, further comprising processing the secondary event message to identify the gaming terminal that generated the primary event message.

8. (Currently Amended) A gaming network comprising:

a gaming terminal for generating an event message; and

a central server in communication with the gaming terminal, the central server ~~having a plurality of application queues and~~ including,

a routing queue operable to receive a plurality of event messages including the event message for one or more applications,

a plurality of application queues, each application queue operable to receive one or more event messages of the plurality of event messages, each application queue associated with an application of the one or more applications to process received one or more event messages in the application queue,

~~the central server further having~~ an association data structure ~~for establishing a correspondence~~ operable to establish an association between the plurality of event

~~message~~ messages and at least one application queue of the plurality of application queues,

wherein the central server ~~further for receiving~~ is operable to receive the plurality of event ~~message~~ messages in the routing queue, identify via the association data structure ~~for identifying~~ at least one application queue of the plurality of application queues corresponding ~~with~~ to the received plurality of event ~~message~~ messages, ~~the central server further for transmitting~~ and transmit the received plurality of event ~~message~~ messages to the at least one application queue identified [[by]] via the association data structure.

9. (Currently Amended) A method of communication in a gaming network having a central server linked to a plurality of gaming terminals, the method comprising:

receiving a primary event message in the central server from one of the plurality of gaming terminals, the central server ~~having~~ including an association data structure that facilitates identification of at least one application to process the primary event message;

processing the primary event message with the association data structure to identify the at least one application ~~requiring~~ to process the primary event message; and

transmitting the received primary event message to the identified at least one application for processing.